The character has three scales: thirst, hunger and sleep, which are consumed over the course of game time. There is also a certain reserve of stamina, which is spent on all active actions and is restored at rest. When a character is thirsty, hungry, or tired, stamina regeneration slows. The total stamina reserve and the speed of its recovery increase as the character's skills develop, and also increase significantly after consuming food and drinks prepared according to culinary recipes.

When an interactive object enters the crosshair, its name appears, and if a hostile creature enters the crosshair, the crosshair turns red. Typically, pressing the left mouse button means attack, the right button means aiming.

To interact with an object, you need to come close, and the shape of the cursor will change and hints about available actions will appear. In interaction mode, the left button most often allows you to pick up an object or open a box, and the right button allows you to examine an object using a scientific skill.

The character can move in one of three modes: walking, running and sneaking. In sneak mode, your scientific skill increases, and you can also aim more accurately or pickpocket.

There is a limit on the total weight of the inventory. If it is exceeded, the character cannot run or jump, and walking wastes stamina. If the limit is doubled, the character cannot move. There are quite a lot of containers in the game, any of them can be used as temporary storage. Unnecessary items can be disassembled into spare parts that can be used as raw materials.

You can find out more information on the game website: http://z-factor.tilda.ws

